



DAWN OF DC



6

HAMPTON
MERCER
ABDIAS
ATIYEH

CYBERG



**FATHER AND SON,
WIN AS ONE!**

13+
TEEN

CPAL

OLIVER QUEEN IS BACK,
AND THIS TIME HE'S THE **TARGET!**



GREEN ARROW #7

WRITTEN BY

JOSHUA WILLIAMSON

ART BY

**CARMINE DI GIANDOMENICO
TREVOR HAIRSINE**



DECEMBER

**NOW A
MONTHLY
SERIES**

YOU
DON'T...

...HAVE
TO...

...DO THIS,
SOLACE!

WE MAKE ROUGHLY 35,000
DECISIONS EVERY DAY.

FROM IGNORING OUR ALARMS,
TO DECIDING WHAT TO EAT...

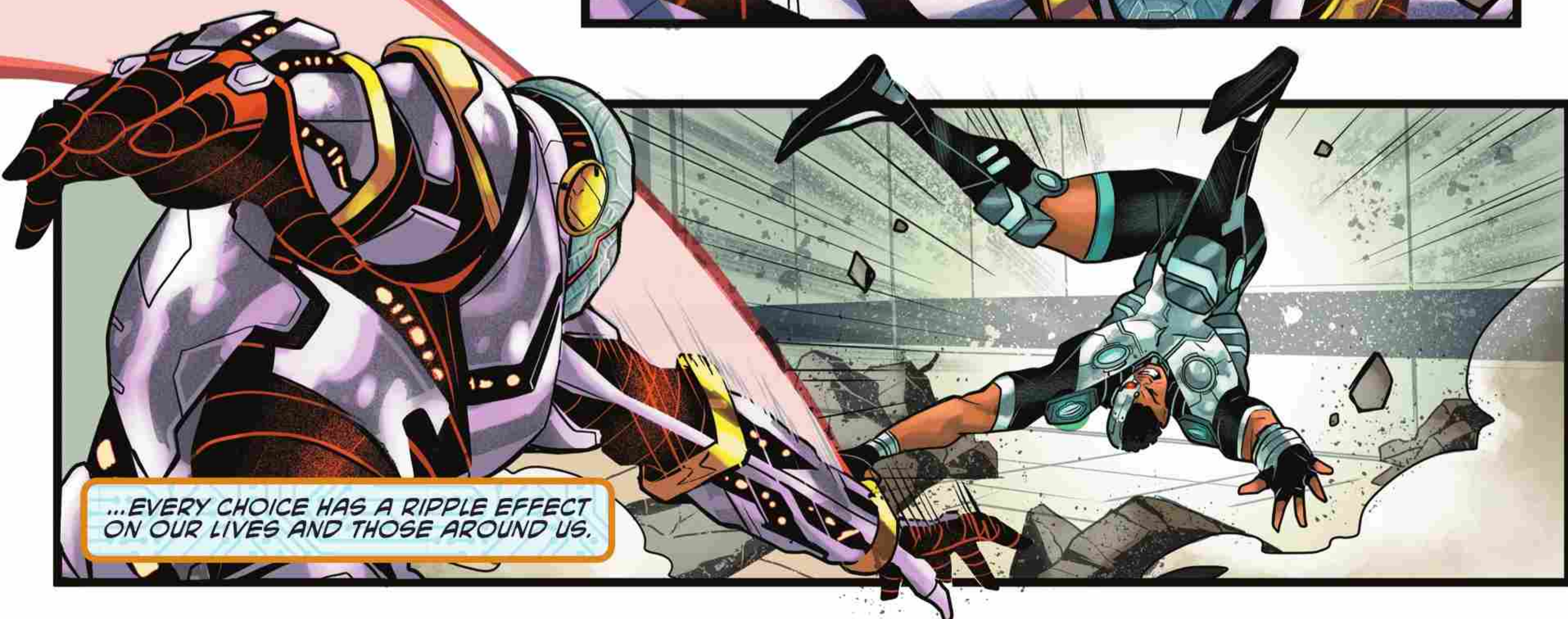


YOU
HAVE
A...

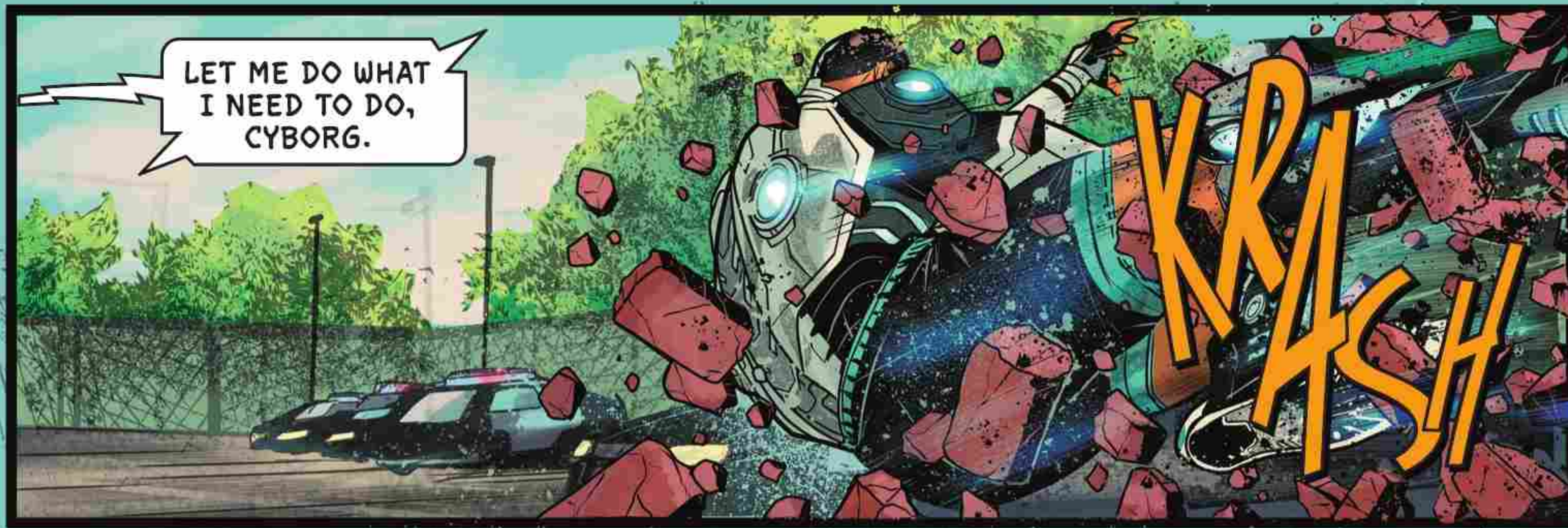
≡HrK≡

...CHOICE!

SO DO
YOU.



...EVERY CHOICE HAS A RIPPLE EFFECT
ON OUR LIVES AND THOSE AROUND US.



LET ME DO WHAT
I NEED TO DO,
CYBORG.

KRAASH



THEN IT'LL
BE OVER.

SOME CHOICES
MAKE BIGGER
SPLASHES THAN
OTHERS.



STAY IN MY
WAY AND I
WILL TEAR
EVERYTHING
DOWN.

WE DON'T REALIZE HOW MUCH POWER THERE IS IN A SINGLE CHOICE UNTIL WE DON'T GET TO MAKE OUR OWN.

STAND

Written by **MORGAN HAMPTON**

Illustrated by **TRAVIS MERCER** (pgs. 1-7, 10, 16-20)
and **BRUNO ABDIAS** (pgs. 8-9, 11-15)

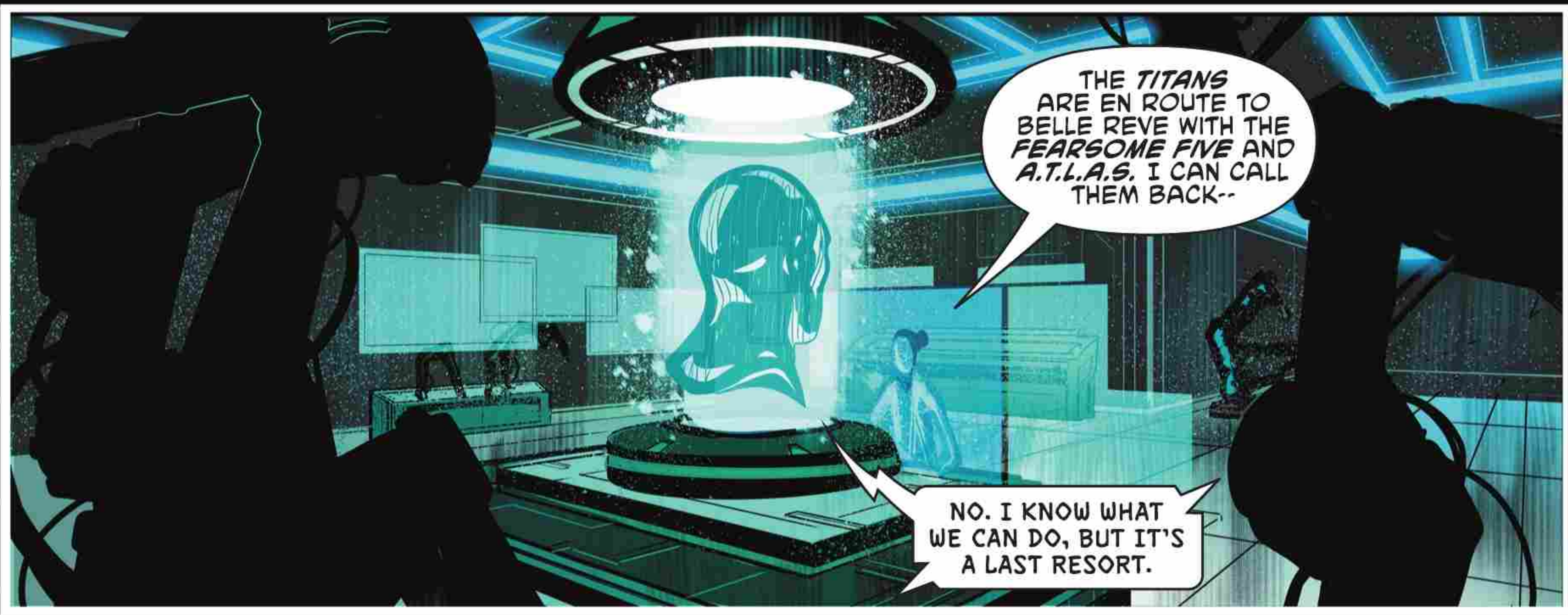
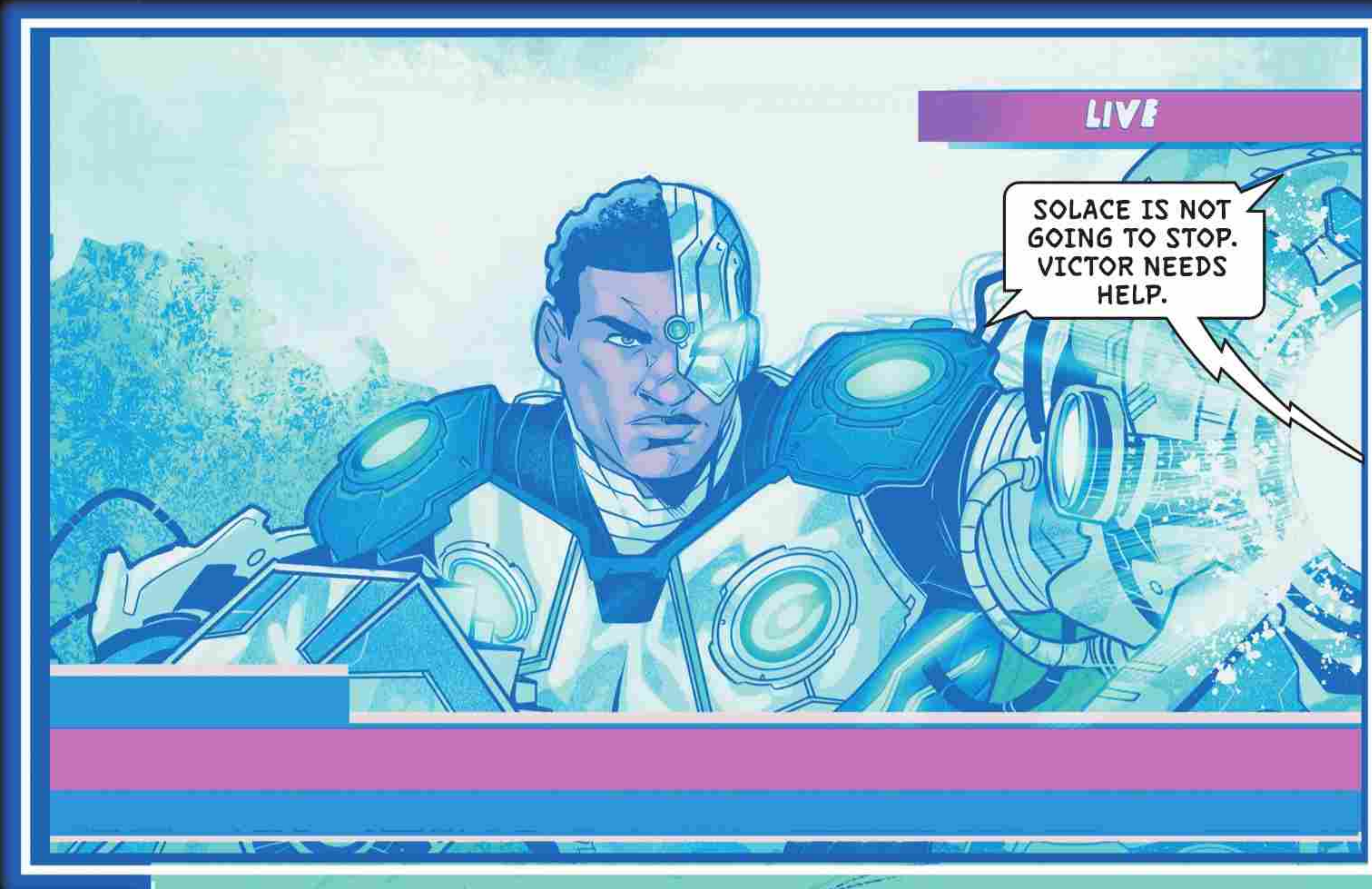


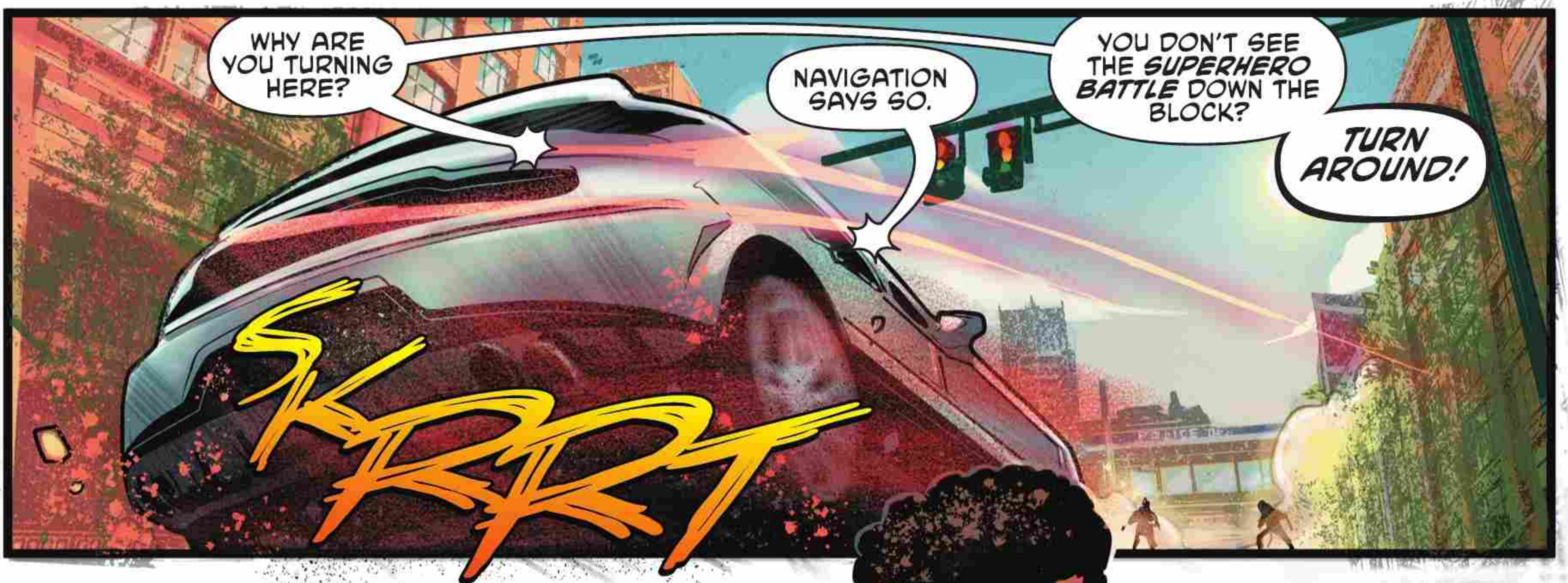
Colors by **MICHAEL ATIYEH**
Letters by **ROB LEIGH**

Cover by **EDWIN GALMON**
Variant by **MIKE MCKONE**
and **RUTH REDMOND**
1:25 Variant by **PARIS ALLEYNE**

Edited by **MARQUIS DRAPER**
CHRIS CONROY Group Editor

GYBORG created by
MARV WOLFMAN
and **GEORGE PÉREZ**







GIVE UP,
CYBORG.
IT'S NO USE.

MARKUS HAS
MANY FLAWS, BUT
HIS MECHANICAL
ENGINEERING IS
CUTTING-EDGE.
YOU CAN'T WIN.

FWR

CH-CLANK

THIS ISN'T
ABOUT *WINNING*. THIS
ISN'T A *GAME*. THIS IS ABOUT
YOUR LIFE. NOT MARKUS'S.
WHAT HAPPENS TO YOU IF
YOU KILL HIM?

YOU'RE AT
A FORK IN THE
ROAD. RIGHT NOW
YOU CAN STILL
CHOOSE TO TAKE
THE RIGHT
PATH.

VICTOR...

NOT NOW,
DAD!

YOU'RE FIGHTING
AN UPHILL BATTLE.
WE NEED TO TALK.

SLOW
YOUR MIND.

WomWomWom

MOVE,
KID!

YOU
CAN DO THIS,
CYBORG!

MAX,
GET
BACK!





MAX!



HE'S NOT THE ONLY ONE YOU CARE ABOUT THAT WILL GET HURT IF YOU DON'T SLOW DOWN.

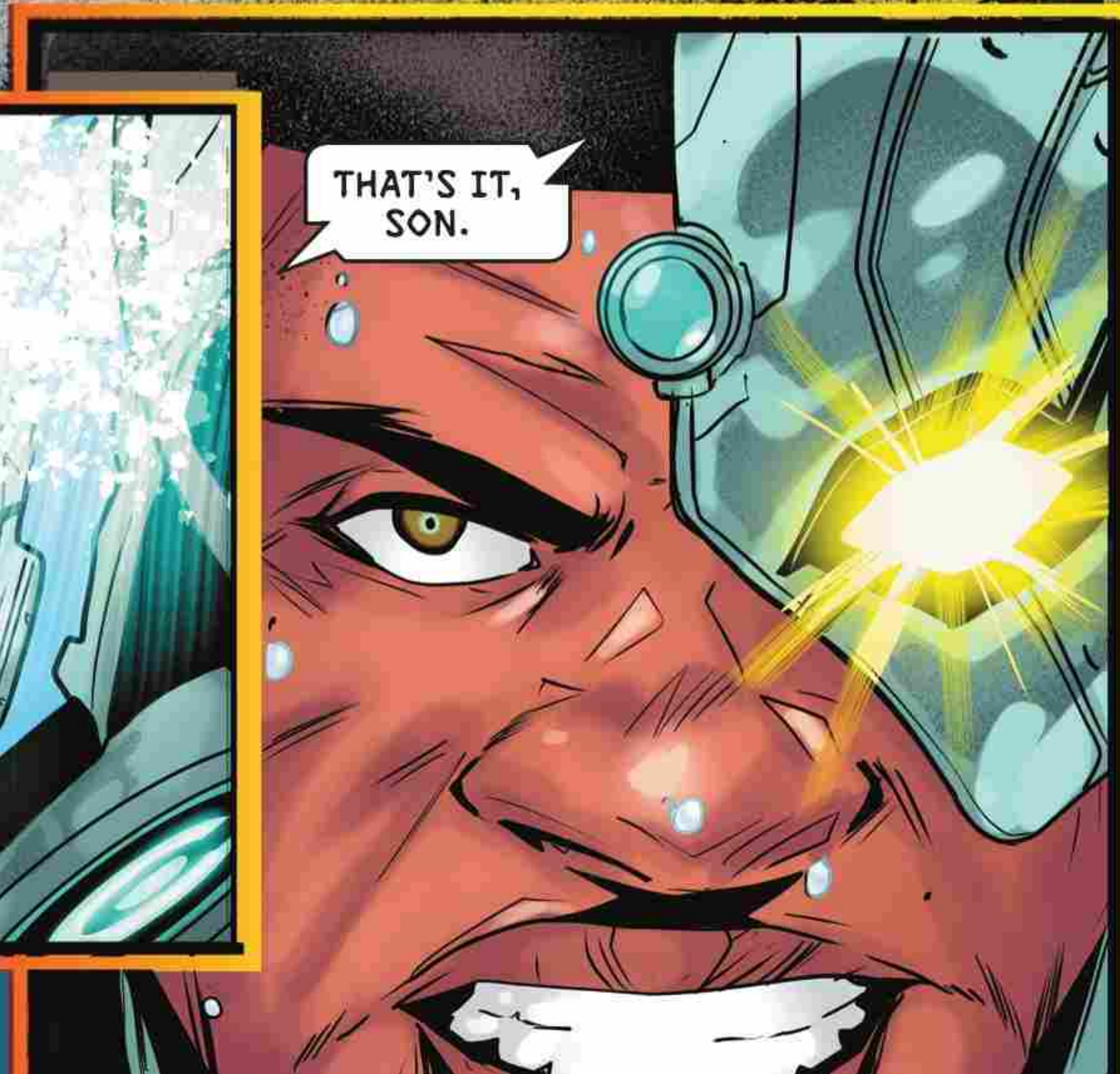
YOU HAVE THE ABILITY TO PROCESS ONE HUNDRED TERABYTES OF DATA IN .0001 SECONDS.



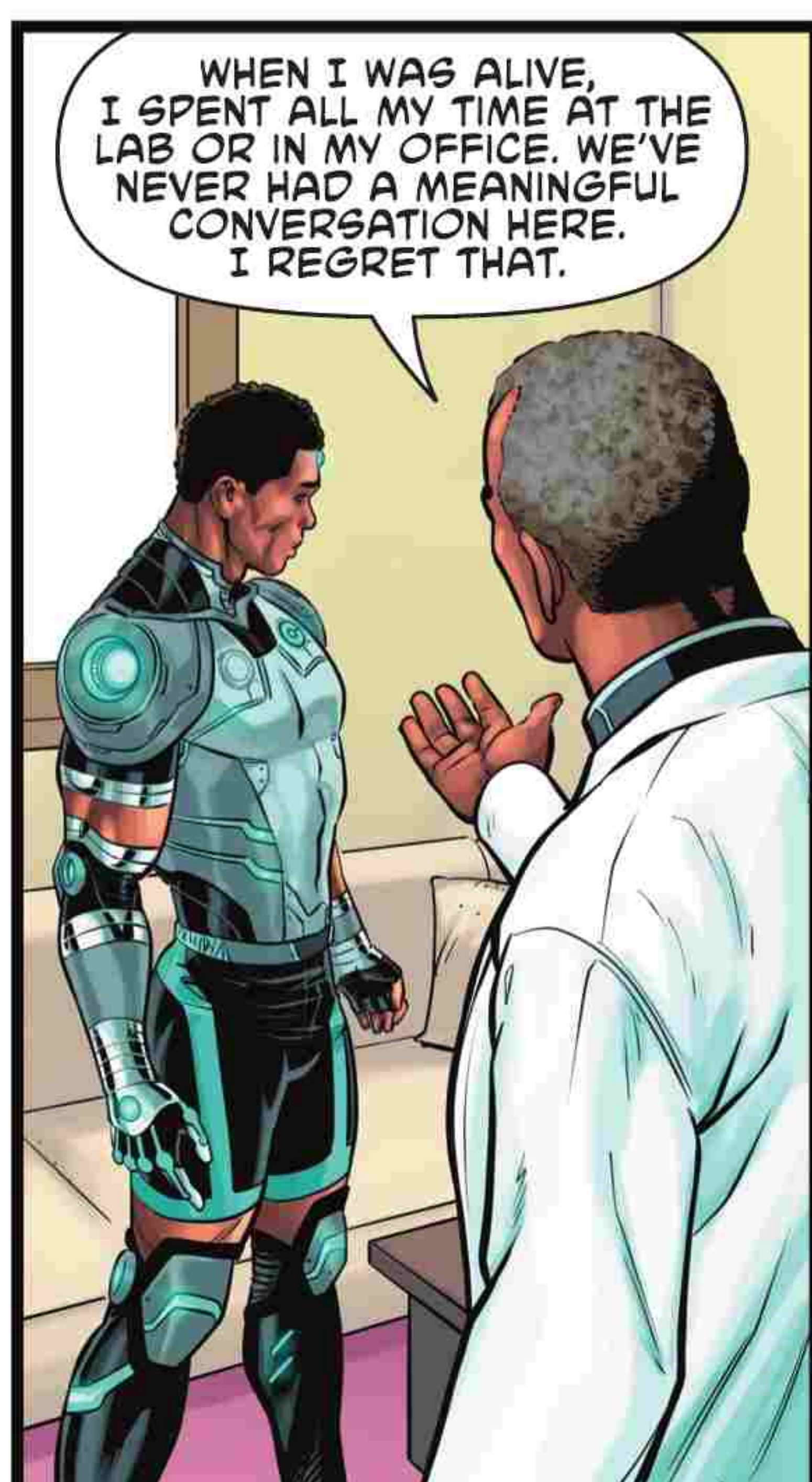
FOLLOW MY VOICE.



THERE WILL BE TIME FOR EVERYTHING, I PROMISE.



THAT'S IT, SON.





DAD, YOU CAN'T JUST GO IN THERE AND TRY AND HAVE A CONVERSATION WITH HIM. HE WON'T LISTEN TO REASON.

I KNOW THAT, BUT I CAN GO IN, WIPE THE SYSTEM CLEAN, AND LEAVE THE SYNTH AN EMPTY SHELL.

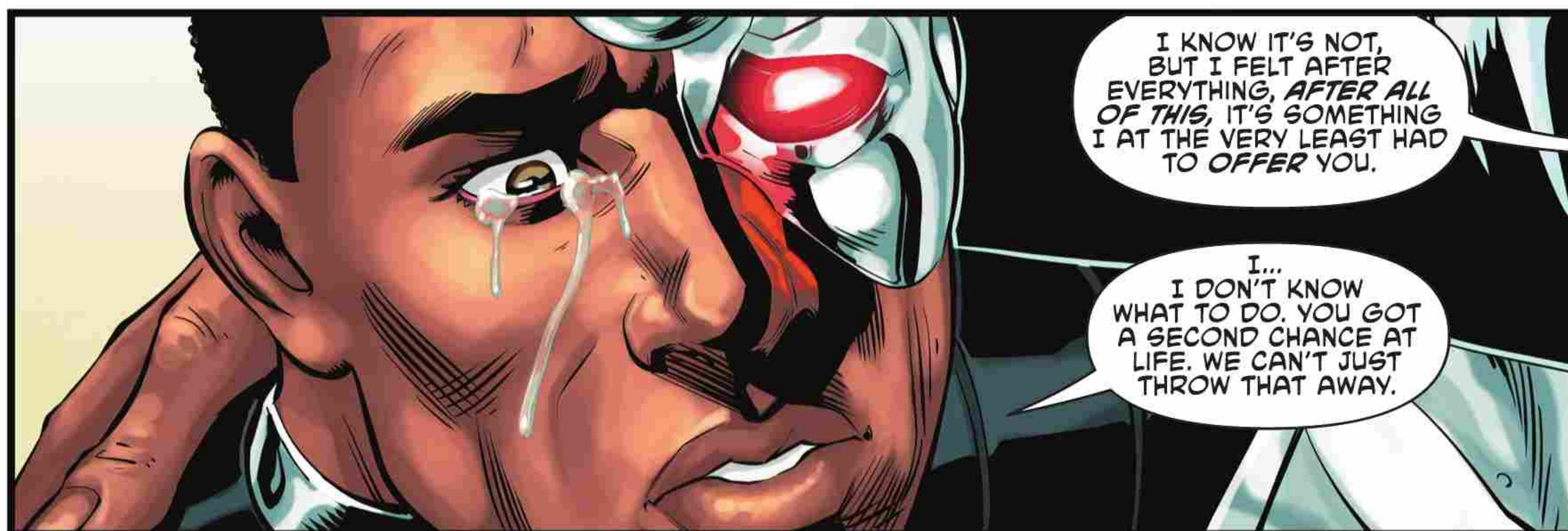


IF YOU WIPE THE SYSTEM FROM THE INSIDE... YOU'LL BE GONE TOO.



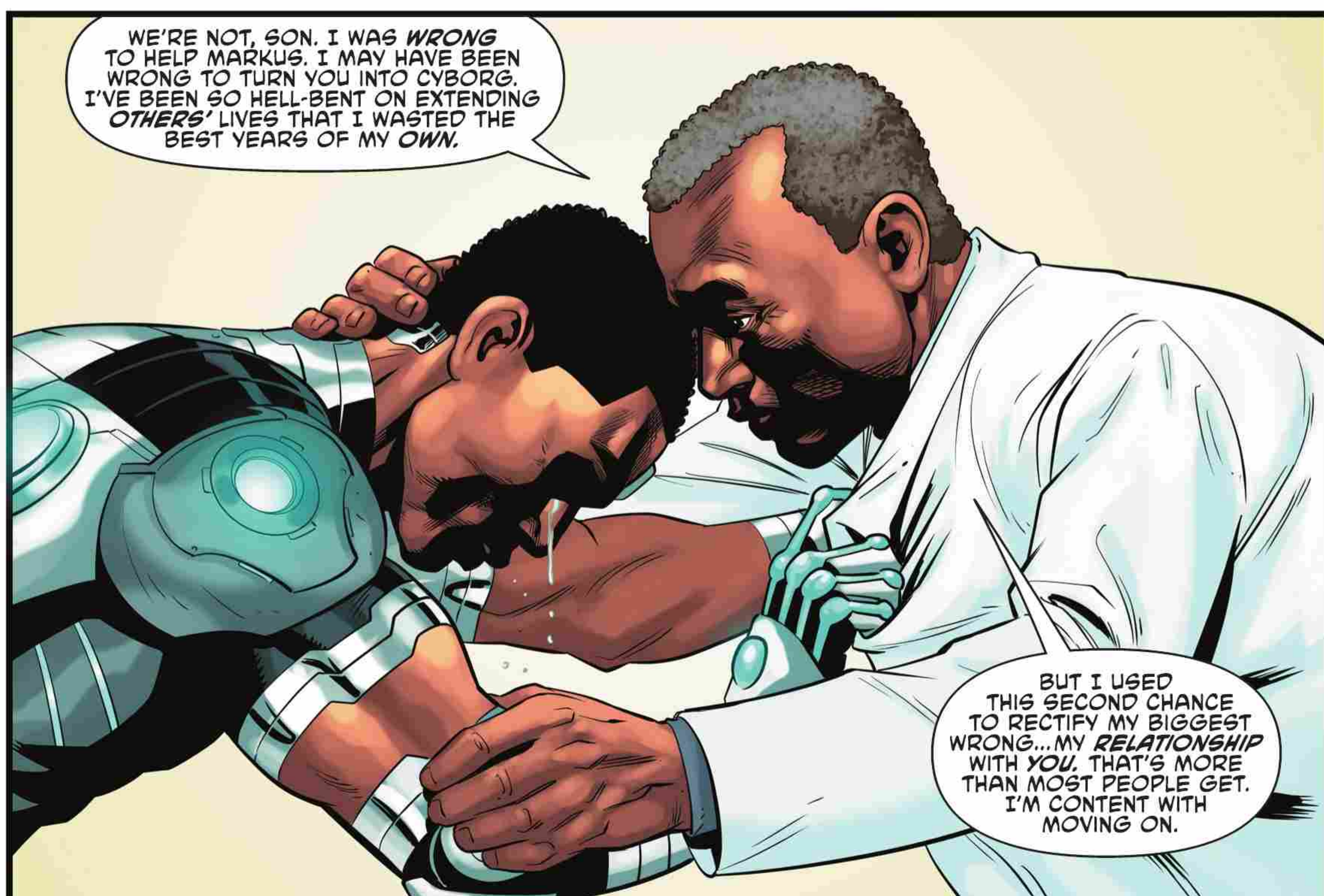
WHICH IS WHY I WANTED TO TALK WITH YOU ABOUT THIS HERE. I KNOW OUR...*ISSUES* REVOLVE AROUND ME MAKING DECISIONS ON YOUR BEHALF, SO I WANT YOU TO MAKE THE CALL ON THIS ONE.

YOU DON'T GET TO DO THAT. I WENT YEARS WITHOUT MAKING CHOICES ABOUT MY OWN LIFE, AND NOW YOU WANT TO PUT YOUR FATE IS IN MY HANDS?! THAT'S NOT FAIR!



I KNOW IT'S NOT, BUT I FELT AFTER EVERYTHING, *AFTER ALL OF THIS*, IT'S SOMETHING I AT THE VERY LEAST HAD TO OFFER YOU.

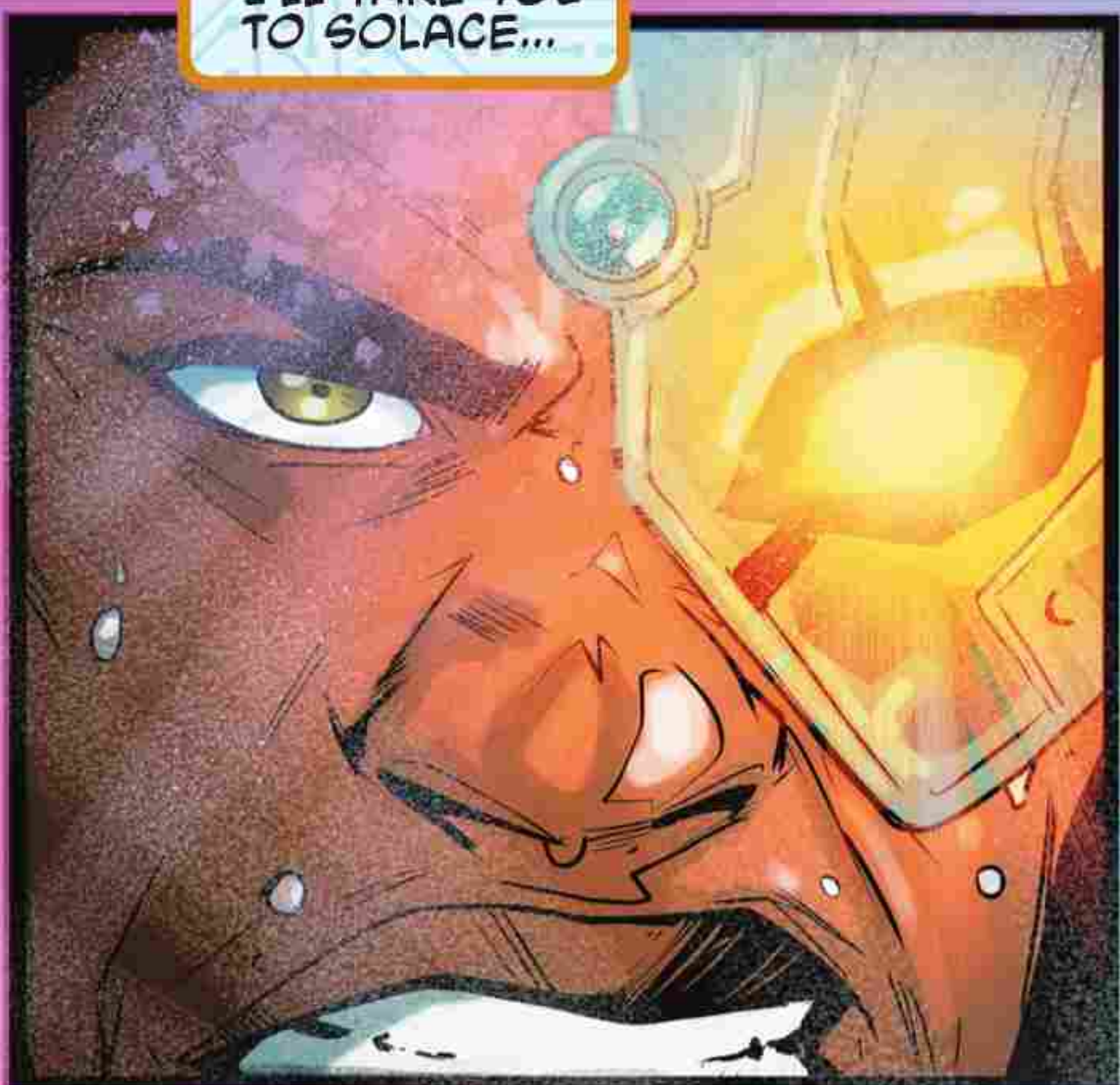
I... I DON'T KNOW WHAT TO DO. YOU GOT A SECOND CHANCE AT LIFE. WE CAN'T JUST THROW THAT AWAY.



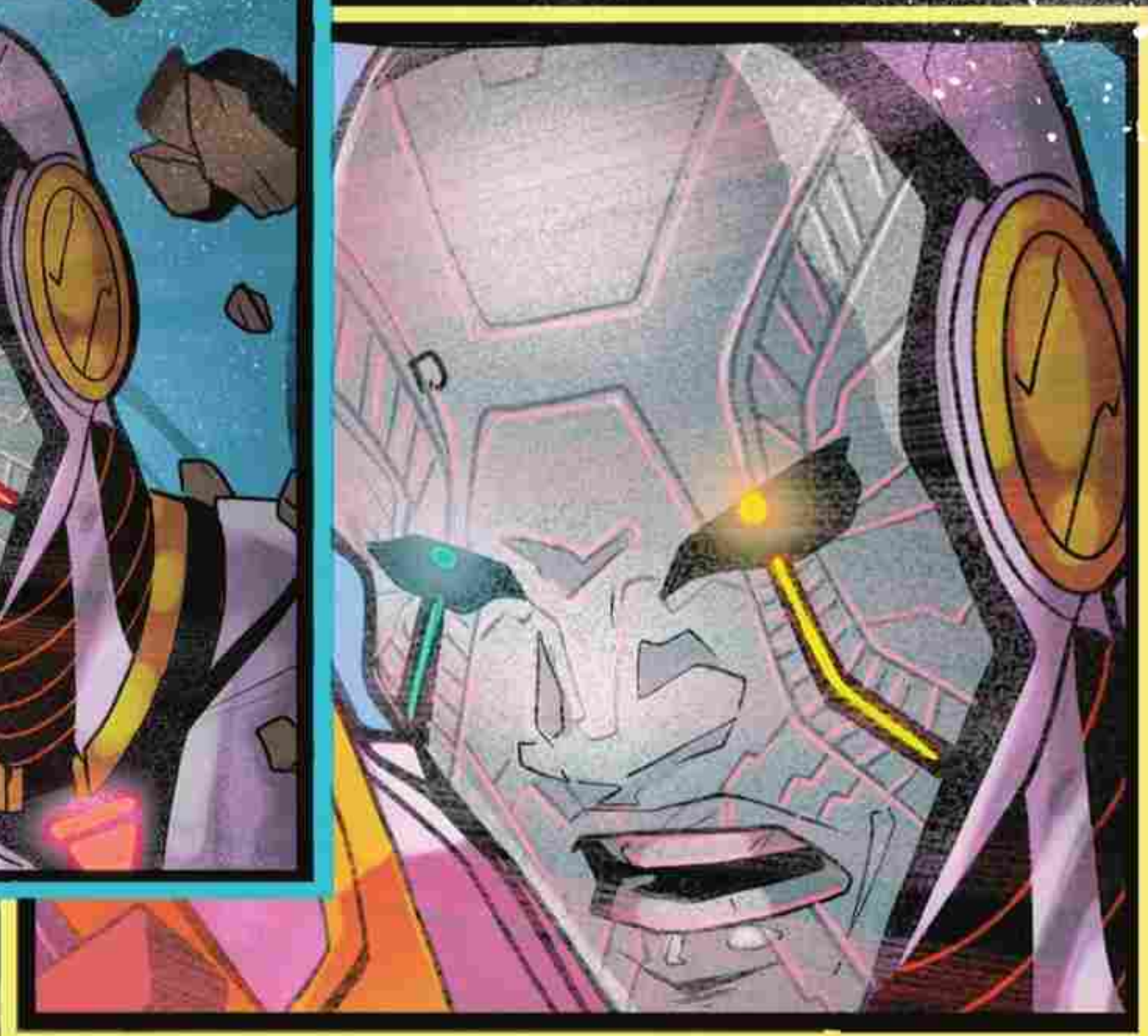
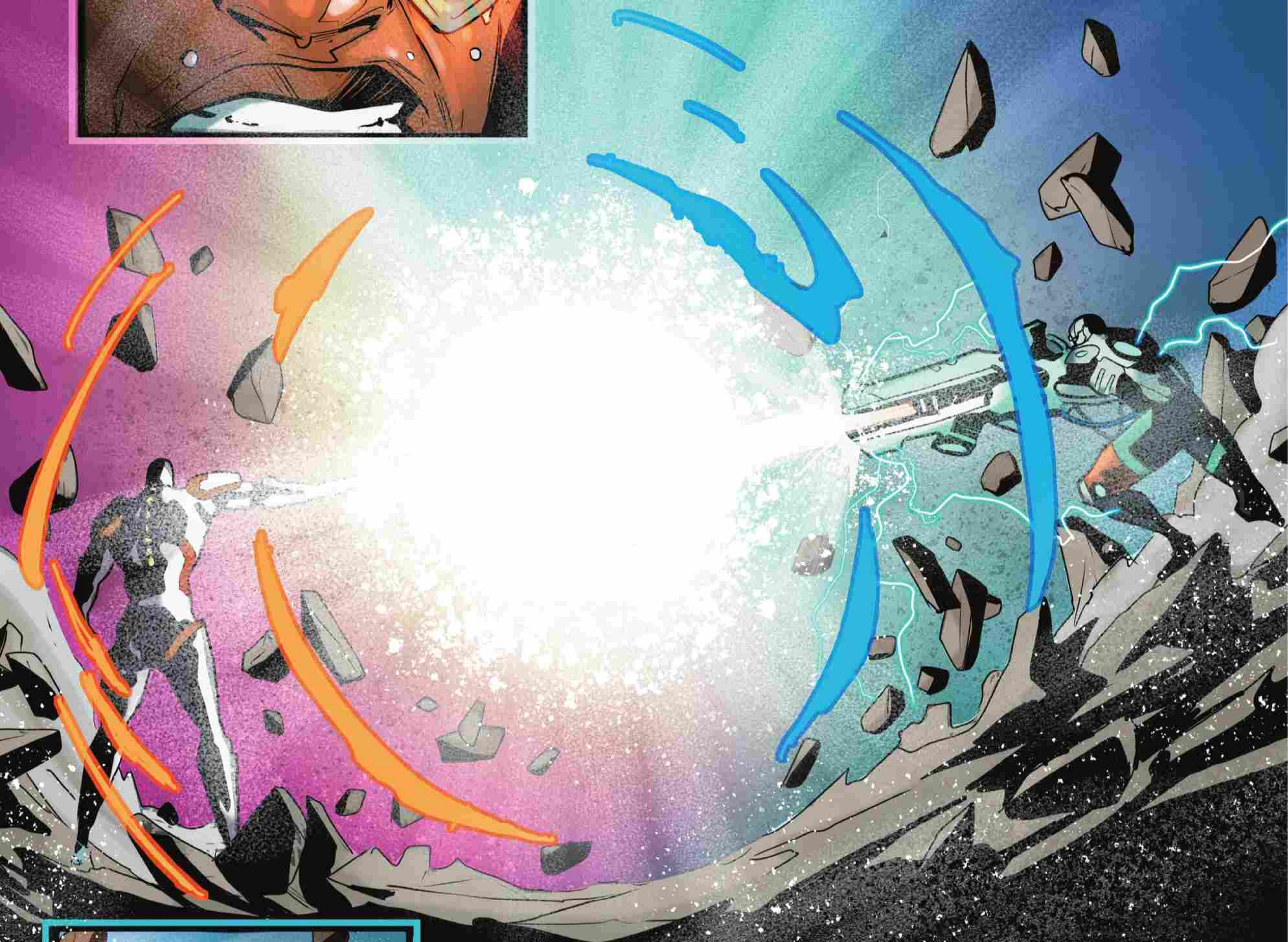
WE'RE NOT, SON. I WAS *WRONG* TO HELP MARKUS. I MAY HAVE BEEN WRONG TO TURN YOU INTO CYBORG. I'VE BEEN SO HELL-BENT ON EXTENDING *OTHERS'* LIVES THAT I WASTED THE BEST YEARS OF MY *OWN*.

BUT I USED THIS SECOND CHANCE TO RECTIFY MY BIGGEST WRONG...MY *RELATIONSHIP* WITH YOU. THAT'S MORE THAN MOST PEOPLE GET. I'M CONTENT WITH MOVING ON.

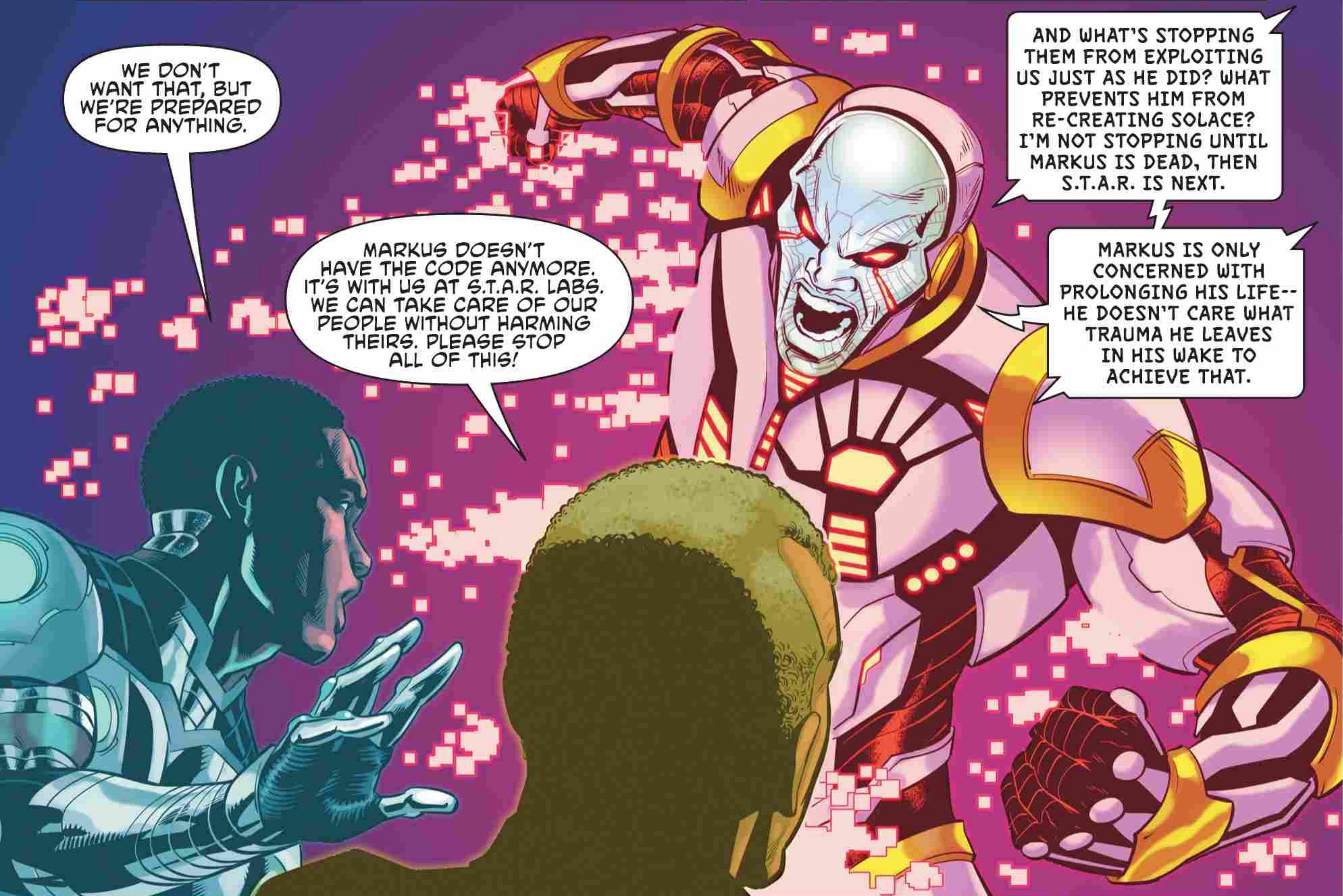
"I'LL TAKE YOU
TO SOLACE..."

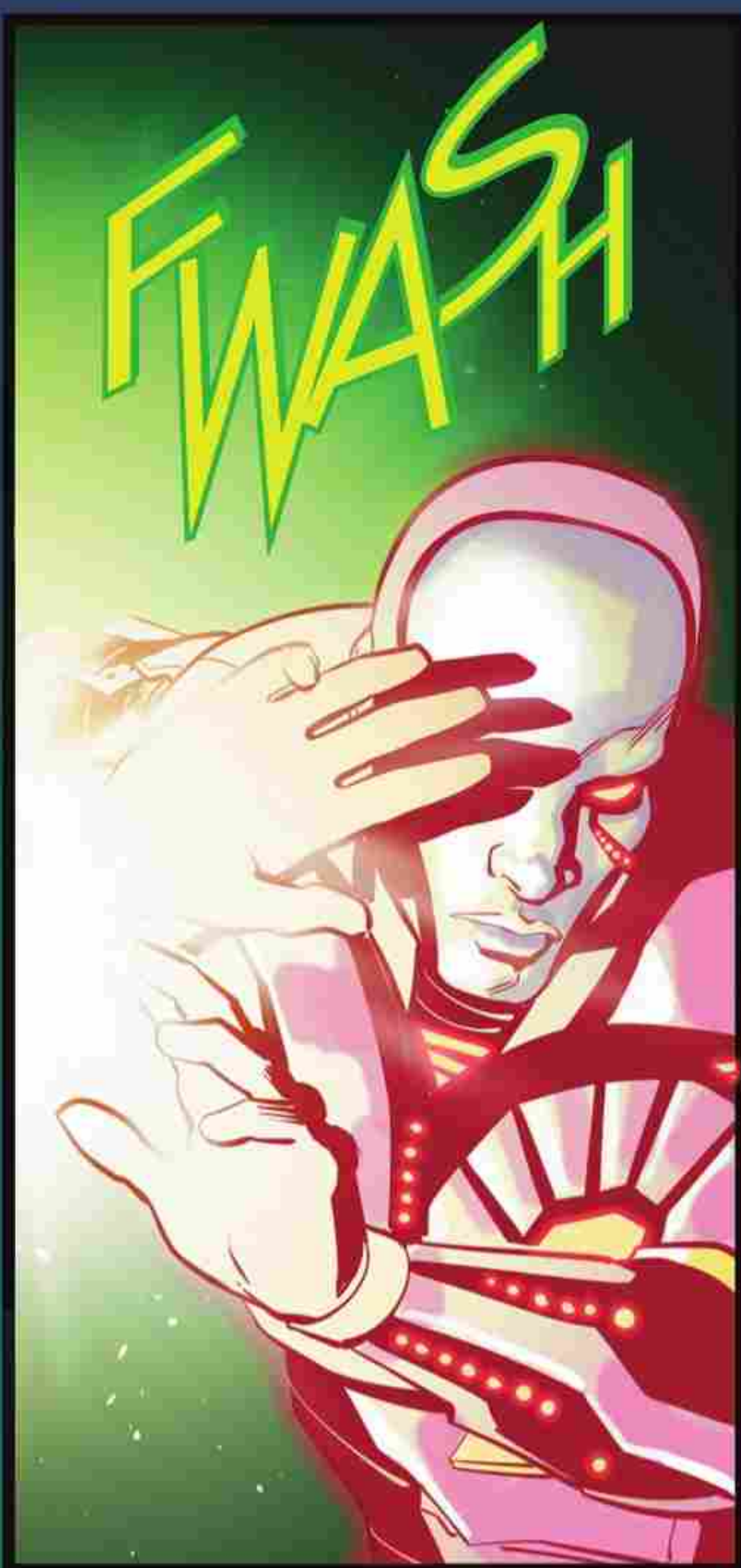


"...BUT I'LL GO IN WITH YOU.
WE'LL TAKE HIM DOWN *TOGETHER*.
HOW DOES THAT SOUND?"

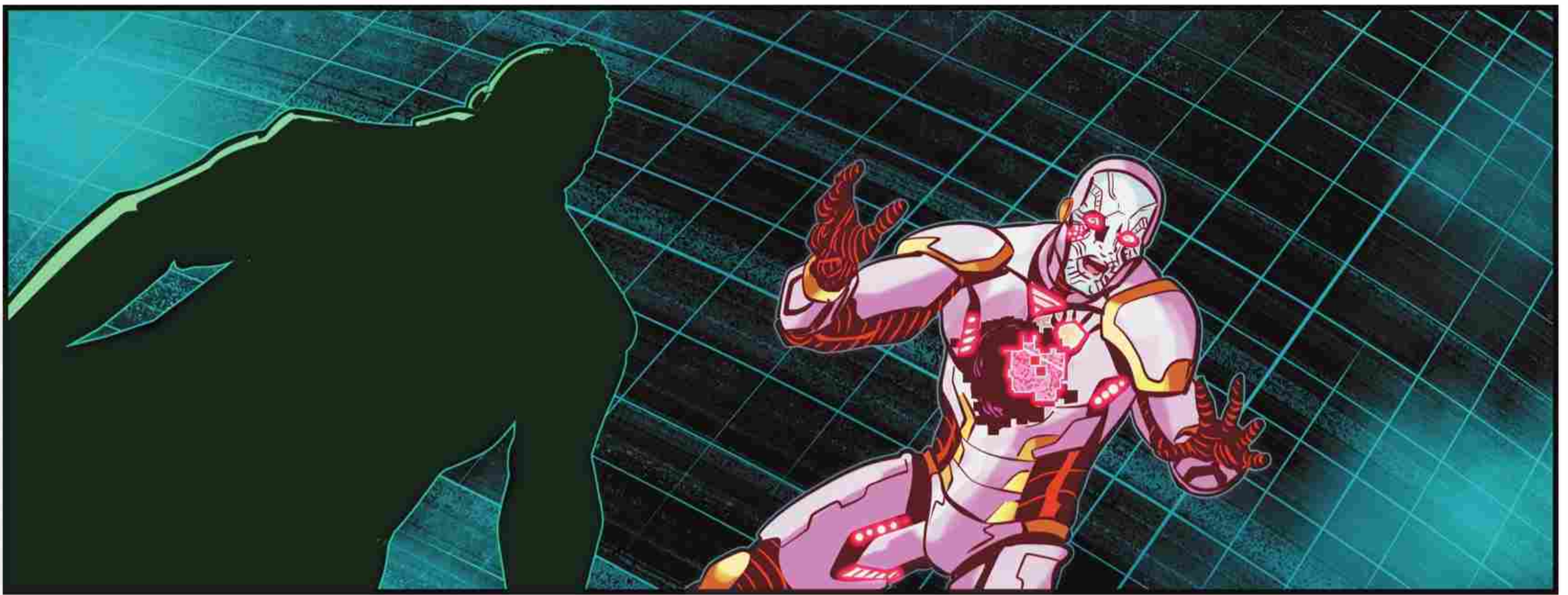


"I'M HONORED
TO BE ALONGSIDE
YOU, SON."





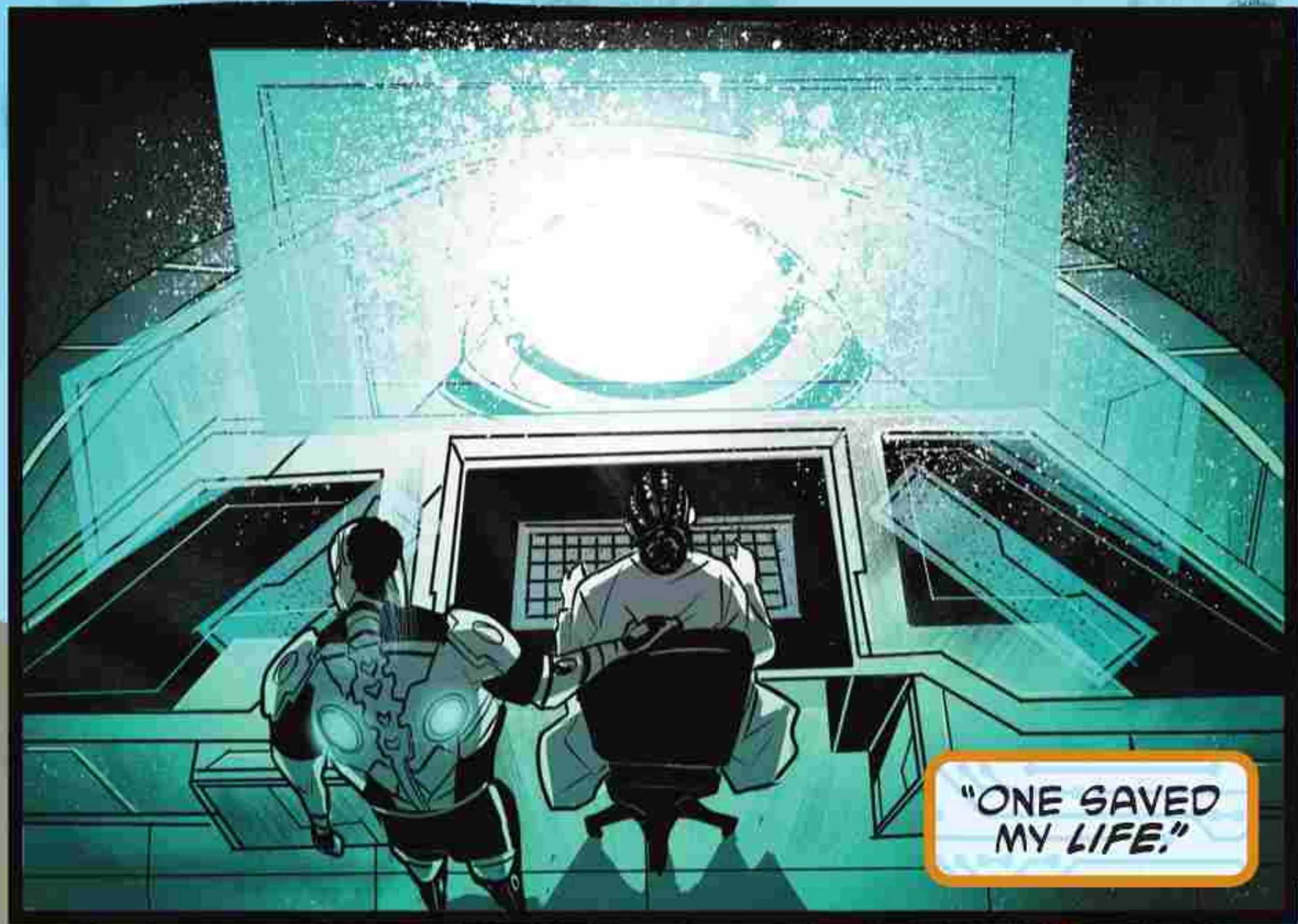














WHEN THIS ALL STARTED, I ASKED YOU HOW YOU FELT, AND YOU HAD A HARD TIME EXPRESSING YOURSELF. SO I WANT TO ASK YOU AGAIN, AFTER ALL OF THIS...

HOW DO YOU FEEL?

I FEEL OVERWHELMED. I'M HAPPY. I'M SAD. I'M SCARED. I'M... **EVERYTHING**, ALL AT ONCE. MAYBE FOR THE FIRST TIME SINCE BECOMING CYBORG...



...AND IT FEELS NICE. IT FEELS RIGHT. I FEEL... **FRESH**.

ONE MIGHT CALL THAT GROWTH.



"SO WHAT'D YOU DO WITH ALL THE COPIES OF EVERYONE FROM SOLACE?"



PEACE ON EARTH, KRAMPUS IN GOTHAM

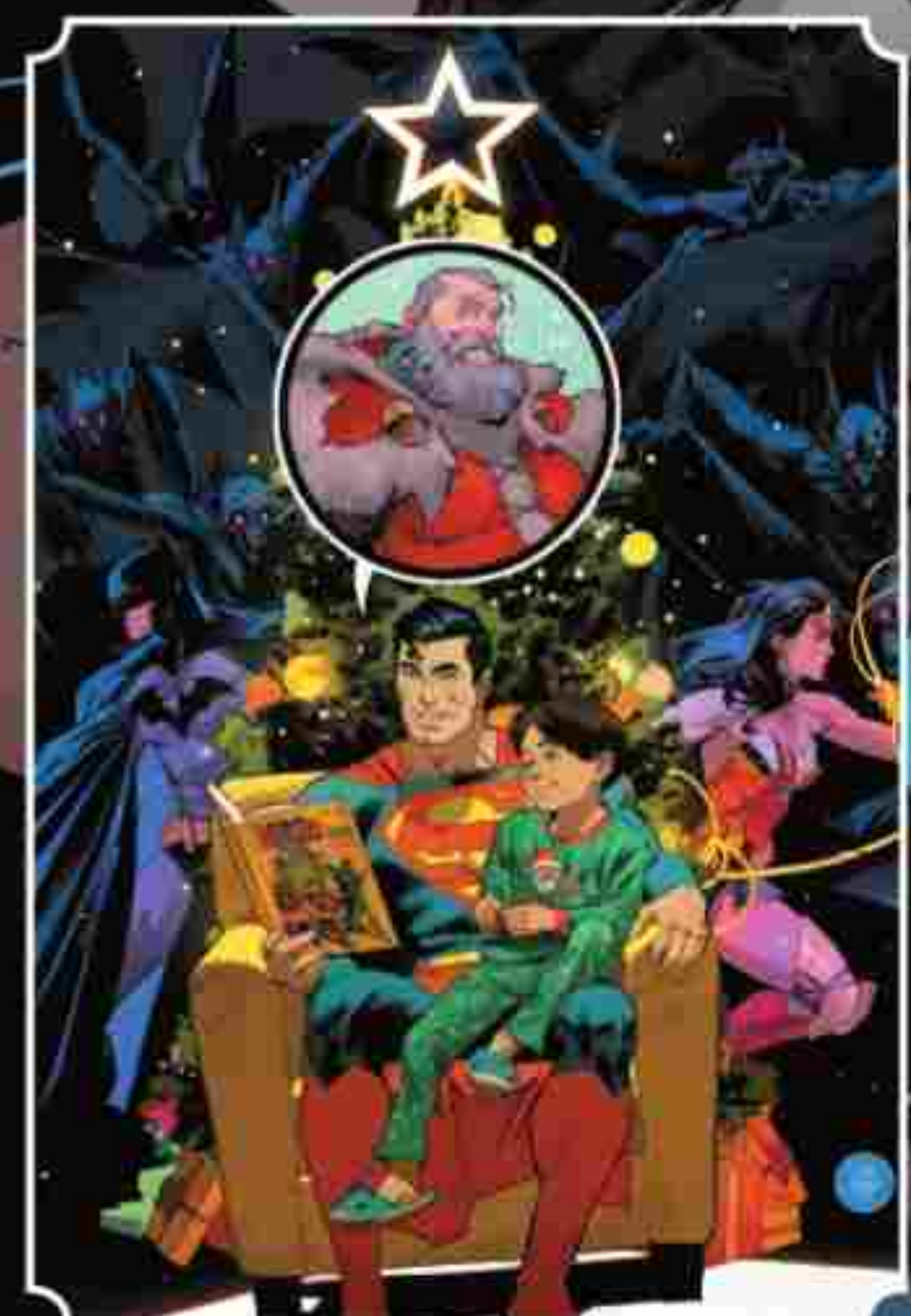
Batman-Santa Claus
Silent Knight

© & TM

Written by
**JEFF
PARKER**
Art by
**MICHELE
BANDINI**



4 ISSUES
DECEMBER



Main cover by **DAN MORA**

YAHYA ABDUL-MATEEN II BLACK MANTA IN

AQUAMAN AND THE LOST KINGDOM



What has Black Manta been up to since fans last saw him in the original *Aquaman* film?

We last saw Black Manta being rescued by Dr. Shin, played by Randall Park, and since then they've been putting together a crew. Black Manta still has this mission of finding and destroying Aquaman. He still has the hate, the passion, and the rage, but he needs more help. So, he's got a whole army of new cats and he's traveling all over the globe in order to find more Atlantean technology because he has to rebuild his suit.

Can you talk about some of the vehicles Black Manta pilots in the film, specifically the Octobot?

Black Manta has some of the best gadgets and vehicles in the film. There's one he pilots called the Octobot, which has a design based on real aquatic sea life—specifically an octopus. It's this round tank that has levers to control it. It's all technology that's 3,000 years old, but Black Manta's repurposed it to fit the new world. It has this retro feel, whereas in Atlantis everything is new and shiny.

How does the Black Trident play into the story of the film?

The Black Trident is an ancient Atlantean relic. It comes from King Kordax, who's also the brother of King Atlan. There was a battle for the throne and Kordax felt like he was the rightful heir, and King Atlan would not cede it. So Kordax forged this evil trident through black magic. When Black Manta and his crew stumble upon this trident 3,000 years later, Black Manta grabs it and becomes possessed by the evil spirit of Kordax.

What has it been like teaming up with director James Wan again?

My guy, James! I used to describe James like a little kid on a playground. James is like an architect. He knows the world, he's very sharp and laser-focused on creating his vision. However, he's still having a good time! I think he's really found a world that lets him use his creativity to build. He's working on something even grander than what we can see.



IN THEATERS DECEMBER 22!

DC COMICS MARIE JAVINS VP - Editor-in-Chief JIM LEE President, Publisher & Chief Creative Officer ANNE DePIES Senior VP & General Manager LARRY BERRY VP - Brand Design & Creative Services DON FALLETTI VP - Manufacturing & Production LAWRENCE GANEM VP - Editorial Programming & Talent Strategy ALISON GILL Senior VP - Manufacturing & Operations NICK J. NAPOLITANO VP - Publishing & Business Operations NANCY SPEARS VP - Sales & Marketing

CYBORG 6. February, 2024. Published monthly by DC Comics, 4000 Warner Blvd., Bldg. 700, 2nd Floor, Burbank, CA 91522. GST # is R125921072. Copyright © 2023 DC Comics. All Rights Reserved. All characters featured in this issue, the distinctive likenesses thereof, and related elements are trademarks of DC Comics. The stories, characters, and incidents mentioned in this magazine are entirely fictional. DC Comics does not read or accept unsolicited submissions of ideas, stories, or artwork. For Advertising and Custom Publishing contact dccomicsadvertising@dc.com. For details on DC Comics Ratings, visit dc.com/ratings.